

## CLAIMS

What is claimed is:

a 1 1. A method for providing a point of sale environment for developing an  
2 application on a development system, the application for use with point of sale equipment  
3 having a device, the application capable of utilizing the device when the application is  
4 executed on the point of sale equipment, the method comprising the steps of:

- sb 5 (a) providing an emulation module corresponding to the device; and  
6 (b) ensuring that the application will utilize the emulation module when the  
7 application is executed on the development system;

8 wherein when the application is executed on the development system, the emulation  
9 module and the application emulate the interaction between the application and the device that  
10 occurs when the application is executed on the point of sale equipment.

11 2. The method of claim 1 wherein the step of providing the emulation  
12 module further includes the step of:

- 13 (a1) providing an emulation object corresponding to the device.

14 3. The method of claim 2 wherein the application is platform independent  
15 and the emulation object is platform independent.

16 4. The method of claim 3 wherein the application is a JAVA application  
17 and the emulation object is a JAVA emulation object.

1 5. The method of claim 2 wherein the point of sale equipment includes a  
2 driver for controlling the device, the application interfacing with the driver when the  
3 application utilizes the device.

2 6. The method of claim 5 wherein the emulation object emulates the driver  
and the device.

1 7. A method for testing an application on a development system, the  
2 application for use with point of sale equipment having a device, the application capable of  
3 utilizing the device when the application is executed on the point of sale equipment, the  
4 method comprising the steps of:

- 5 (a) providing an emulation object corresponding to the device;  
6 (b) ensuring that the application will utilize the emulation object when the  
7 application is executed on the development system;  
8 (c) executing the application on the development system;  
9 (d) ensuring that the application adequately utilizes the emulation object; and  
10 (e) executing the application on the point of sale equipment;  
11 wherein when the application is executed on the development system, the emulation  
12 module and the application emulate the interaction between the application and the device that  
13 occurs when the application is executed on the point of sale equipment.

1 8. A system for developing an application for use with point of sale  
2 equipment having a device, the application capable of utilizing the device when the application

3 is executed on the point of sale equipment, the system comprising:

4 an emulation module corresponding to the device; and

5 means for ensuring that the application will utilize the emulation module when the  
6 application is executed on the development system;

7 wherein when the application is executed on the system, the emulation module and the  
8 application emulate the interaction between the application and the device that occurs when the  
9 application is executed on the point of sale equipment.

1 9. The system of claim 8 wherein the emulation module further includes:  
an emulation object corresponding to the device.

2 10. The system of claim 9 wherein the application is platform independent  
and the emulation object is platform independent.

3 11. The system of claim 10 wherein the application further includes a  
JAVA application and the emulation object further includes a JAVA emulation object.

4 12. The system of claim 9 wherein the point of sale equipment includes a  
5 driver for controlling the device, the application interfacing with the driver when the  
6 application utilizes the device.

7 13. The system of claim 12 wherein the emulation object emulates the  
8 driver.

1 14. A computer readable medium containing at least one program for  
2 testing an application on a development system, the application for use with point of sale  
3 equipment having a device, the application capable of utilizing the device when the application  
4 is executed on the point of sale equipment, the program containing instructions for:

5 providing an emulation module corresponding to the device;

6 wherein the application is capable of utilizing the emulation module in lieu of the  
7 device when the application is executed on the development system and;

8 wherein when the application is executed on the development system, the emulation  
9 module and the application emulate the interaction between the application and the device that  
10 occurs when the application is executed on the point of sale equipment.

11 15. A computer readable medium containing at least one program for  
12 facilitating development of an application on a development system, the application for use  
13 with point of sale equipment having a device, the application capable of utilizing the device  
14 when the application is executed on the point of sale equipment, the program containing  
15 instructions for:

16 emulating the interaction between the application and the device;

17 allowing a developer to provide input; and

18 providing the input to the application in a form expected from the device.